


**STAR
WARS**™


Hit Points

10

Defense

11

Attack

+4

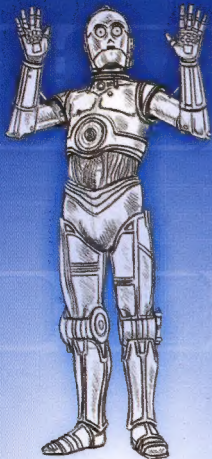
Damage

10

Special Abilities

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)


**STAR
WARS**™



**STAR
WARS**



Hit Points

30

Defense

15

Attack

+0

Damage

0

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Draw Fire (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save II)



**STAR
WARS**




**STAR
WARS**


Hit Points

100

Defense

17

Attack

+8

Damage

20

Special Abilities

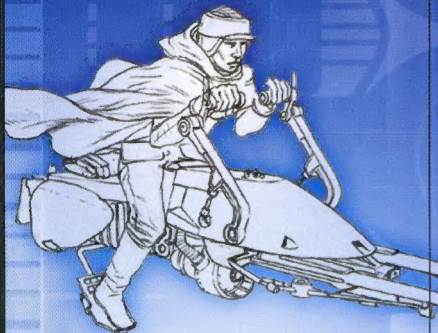
Unique

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)


**STAR
WARS**

COMMANDO ON SPEEDER BIKE



STAR WARS



COMMANDO ON SPEEDER BIKE

21

Hit Points

30

Defense

15

Attack

+6

Damage

20

Special Abilities

Flight (This character ignores enemy characters, low obstacles, and pits when moving)

Accelerate (This character can move up to 24 squares if he does not attack)

Strafe Attack (As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)



STAR WARS



D4/60

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ELITE HOTH TROOPER



**STAR
WARS**TM



ELITE HOTH TROOPER

12

Hit Points

30

Defense

16

Attack

+6

Damage

20



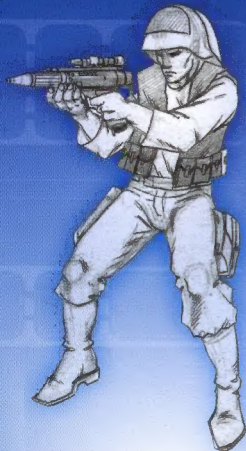
**STAR
WARS**TM



05/60 ♦

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ELITE REBEL TROOPER



**STAR
WARS**



ELITE REBEL TROOPER

7

Hit Points

20

Defense

13

Attack

+7

Damage

10



**STAR
WARS**



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**STAR
WARS**



Hit Points

80

Defense

17

Attack

+8

Damage

20

Special Abilities

Unique

Accurate Shot (This character can attack an enemy with cover even if it's not the nearest enemy)

Cunning Attack (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

Force Powers

Force 1



**STAR
WARS**

HOTH TROOPER



**STAR
WARS**



HOTH TROOPER

7

Hit Points

20

Defense

15

Attack

+5

Damage

10



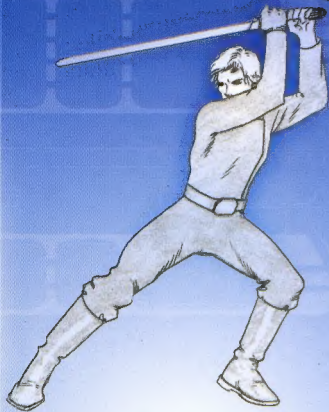
**STAR
WARS**



08/60

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LUKE SKYWALKER,
JEDI KNIGHT



STAR
WARS™



LUKE SKYWALKER,
JEDI KNIGHT

27

Hit Points

90

Defense

18

Attack

+10

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

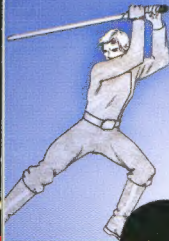
Melee Attack (This character can attack only adjacent enemies)

Force Powers

Force 3

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

Lightsaber Sweep (Force 1, replaces attacks: This character can attack every adjacent enemy once)



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WARS™



09/60

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LUKE SKYWALKER,
REBEL



STAR
WARS™



LUKE SKYWALKER,
REBEL

17

Hit Points

40

Defense

17

Attack

+7

Damage

20

Special Abilities

Unique

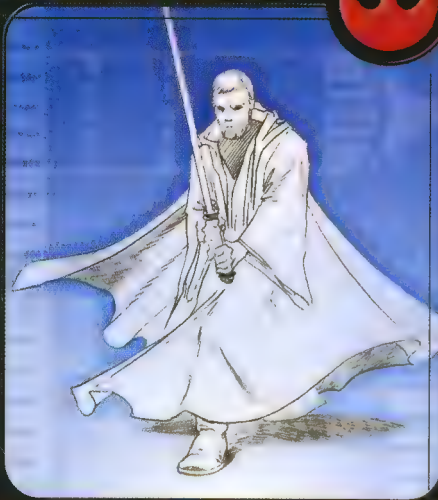
Impulsive Shot (If a Unique allied character is defeated, this character can make 1 immediate attack)

Force Powers

Force 2



STAR
WARS™


**STAR
WARS**

Hit Points
100
Defense
19
Attack
+14
Damage
20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (This character can attack only adjacent enemies)

Force Powers

Force 5

Force Spirit 8 (If this character is defeated, immediately add 8 Force points to an allied character with a Force rating; that allied character can spend Force points one extra time per turn for the rest of the skirmish)

Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)

Lightsaber Sweep (Force 1, replaces attacks: This character can attack every adjacent enemy once)


**STAR
WARS**

**PRINCESS LEIA,
CAPTIVE**



**STAR
WARS**



**PRINCESS LEIA,
CAPTIVE**

13

Hit Points

60

Defense

13

Attack

+7

Damage

10

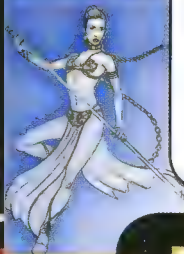
Special Abilities

Unique

Melee Attack (This character can attack only adjacent enemies)

Force Powers

Force 2



**STAR
WARS**

**PRINCESS LEIA,
SENATOR**



**STAR
WARS**



**PRINCESS LEIA,
SENATOR**

13

Hit Points

40

Defense

15

Attack

+7

Damage

10

Special Abilities

Unique

Force Powers

Force 1

Commander Effect

Each follower that ends its move within 6 squares of this character can move 2 extra squares at the end of its turn.

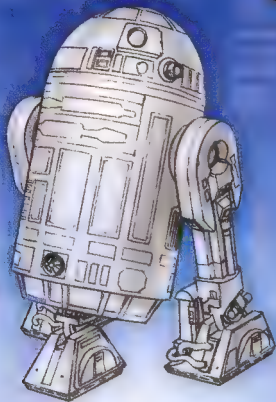
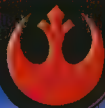


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WARS**



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STAR
WARS



Hit Points

30

Defense

17

Attack

+0

Damage

0

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Override (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)

Repair 10 (Replaces attacks: touch; remove 10 damage from 1 other Droid character)



STAR
WARS




**STAR
WARS™**

Hit Points
40
Defense
15
Attack
+5
Damage
10
Special Abilities

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target, save 11)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)


**STAR
WARS™**

15/60

REBEL OFFICER



STAR
WARS™



REBEL OFFICER

13

Hit Points

30

Defense

15

Attack

+7

Damage

10

Commander Effect

Non-Unique followers within 6 squares of this character get +2 Attack.



STAR
WARS™

REBEL PILOT



STAR
WARS™



REBEL PILOT

10

Hit Points

20

Defense

14

Attack

+7

Damage

10

Special Abilities

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)



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REBEL TROOPER



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REBEL TROOPER

5

Hit Points

10

Defense

13

Attack

+5

Damage

10



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REBEL TROOPER



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REBEL TROOPER

5

Hit Points

10

Defense

13

Attack

+5

Damage

10



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**STAR
WARS**


Hit Points

30

Defense

12

Attack

+6

Damage

10

Special Abilities

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Melee Attack (This character can attack only adjacent enemies)


**STAR
WARS**

**DARTH VADER,
DARK JEDI**



**STAR
WARS**



**DARTH VADER,
DARK JEDI**

55

Hit Points

140

Defense

22

Attack

+14

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (This character can attack only adjacent enemies)

Force Powers

Force 5

Force Grip (Force 1, replaces attacks: sight; 10 damage)

Lightsaber Sweep (Force 1, replaces attacks: This character can attack every adjacent enemy once)

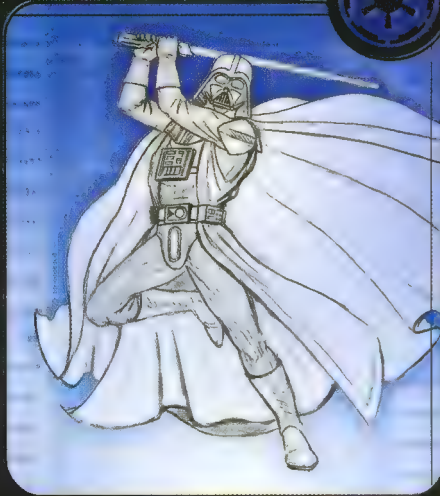
Commander Effect

Whenever an allied character without a Force rating gets a natural 1 on any roll, that character is defeated and all other allies without a Force rating get +2 Attack. (These bonuses stack.)



**STAR
WARS**

**DARTH VADER,
SITH LORD**



**DARTH VADER,
SITH LORD**

60

Hit Points

140

Defense

23

Attack

+16

Damage

20

Special Abilities

Unique

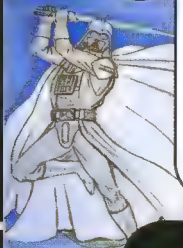
Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Melee Attack (This character can attack only adjacent enemies)

Force Powers

Force 5

Lightsaber Sweep (Force 1, replaces attacks: This character can attack every adjacent enemy once)



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WARS**

**STAR
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ELITE SNOWTROOPER



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ELITE SNOWTROOPER

12

Hit Points

30

Defense

17

Attack

+6

Damage

20



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ELITE STORMTROOPER



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ELITE STORMTROOPER

11

Hit Points

20

Defense

16

Attack

+8

Damage

20



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EMPEROR PALPATINE



STAR
WARS



EMPEROR PALPATINE

40

Hit Points

130

Defense

20

Attack

+0

Damage

0

Special Abilities
Unique

Force Powers

Force 4

Force Lightning (Force 2, replaces attacks: range 6; 30 damage to 1 target and up to 2 characters adjacent to that target)

Force Renewal I (This character gets Force 1 each time he activates)

Force Storm (Force 2, replaces attacks: 20 damage to all adjacent characters)

Commander Effect

Characters in your squad can spend Emperor Palpatine's Force points. (A character still can't spend Force points more than once per turn and can't combine its own Force points with Emperor Palpatine's.)



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WARS



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Hit Points

70

Defense

16

Attack

+6

Damage

10

Special Abilities

Unique

Commander Effect

Non-Unique followers within 6 squares of this character gain **Accurate Shot** (This character can attack an enemy with cover even if it's not the nearest enemy).



STAR
WARS™

GRAND MOFF TARKIN



**STAR
WARS**



GRAND MOFF TARKIN



Hit Points

40

Defense

14

Attack

+3

Damage

10



Special Abilities

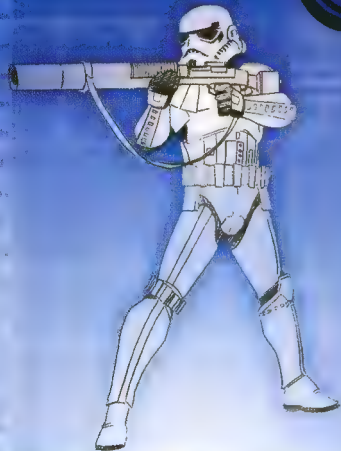
Unique

Commander Effect

If this character has line of sight to an enemy at the start of a phase, you can activate up to 3 characters in that phase. (This can include Droid and Savage characters.)

**STAR
WARS**

HEAVY STORMTROOPER



**STAR
WARS**



HEAVY STORMTROOPER

12

Hit Points

20

Defense

16

Attack

+6

Damage

30

Special Abilities

Heavy Weapon (This character can't attack and move in the same turn)



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WARS**



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IMPERIAL OFFICER



**STAR
WARS**



IMPERIAL OFFICER

14

Hit Points

30

Defense

14

Attack

+5

Damage

10

Commander Effect

At the end of this character's turn, 1 non-Unique follower within 6 squares can make an immediate attack.



**STAR
WARS**



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**MARA JADE,
EMPEROR'S HAND**



**STAR
WARS**



**MARA JADE,
EMPEROR'S HAND**

20

Hit Points

60

Defense

18

Attack

+9

Damage

10

Special Abilities

Unique

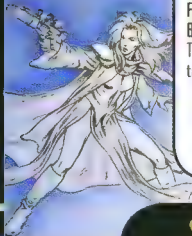
Cunning Attack (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

Hand of the Emperor (This character can spend her own Force points once per turn and spend Emperor Palpatine's Force points once per turn)

Force Powers

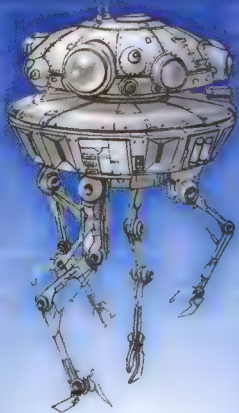
Force 3

Blaster Barrage (Force 1, replaces attacks: This character can attack every legal target once)



**STAR
WARS**

PROBE DROID



STAR
WARS



PROBE DROID

8

Hit Points

30

Defense

14

Attack

+1

Damage

10

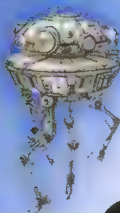
Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Flight (This character ignores enemy characters, low obstacles, and pits when moving)

Recon (Roll twice for initiative, choosing either roll, once per round if any allied character with Recon has line of sight to an enemy)

Self-Destruct 10 (When this character is defeated, each adjacent character takes 10 damage)



STAR
WARS

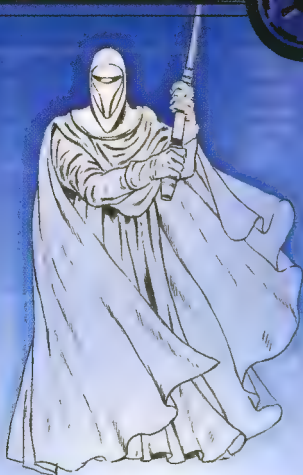


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ROYAL GUARD



**STAR
WARS**



ROYAL GUARD

11

Hit Points

30

Defense

17

Attack

+8

Damage

20

Special Abilities

Emperor's Bodyguard (If Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Melee Attack (This character can attack only adjacent enemies)



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32/11

SCOUT TROOPER


**STAR
WARS™**


SCOUT TROOPER

8

Hit Points

20

Defense

15

Attack

+5

Damage

10

Special Abilities

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)


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WARS™**


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SCOUT TROOPER ON SPEEDER BIKE



**STAR
WARS**



SCOUT TROOPER ON SPEEDER BIKE

21

Hit Points

30

Defense

17

Attack

+5

Damage

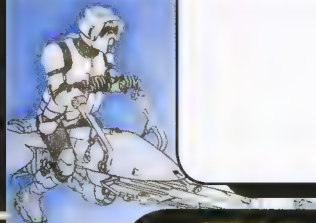
20

Special Abilities

Flight (This character ignores enemy characters, low obstacles, and pits when moving)

Accelerate (This character can move up to 24 squares if he does not attack)

Strafe Attack (As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)



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WARS**

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SNOWTROOPER



**STAR
WARS**



SNOWTROOPER

7

Hit Points

20

Defense

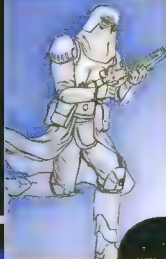
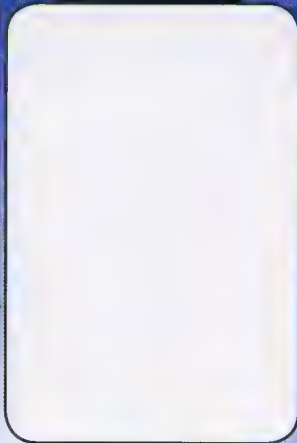
16

Attack

+4

Damage

10



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WARS**

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STORMTROOPER



STAR WARS



STORMTROOPER

5

Hit Points

10

Defense

16

Attack

+4

Damage

10



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STORMTROOPER



STAR WARS



STORMTROOPER

5

Hit Points

10

Defense

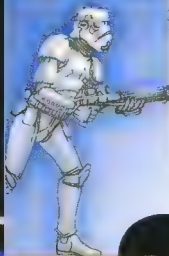
16

Attack

+4

Damage

10



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STORMTROOPER



**STAR
WARS**



STORMTROOPER

5

Hit Points

10

Defense

16

Attack

+4

Damage

10



**STAR
WARS**



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STORMTROOPER OFFICER



STAR WARS



STORMTROOPER OFFICER

14

Hit Points

30

Defense

18

Attack

+8

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Commander Effect

Trooper followers within 6 squares get +3 Attack if they do not move this turn.



STAR WARS

SANDTROOPER ON DEWBACK



STAR WARS



SANDTROOPER ON DEWBACK

15

Hit Points

60

Defense

17

Attack

+4

Damage

10

Special Abilities

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)



STAR WARS



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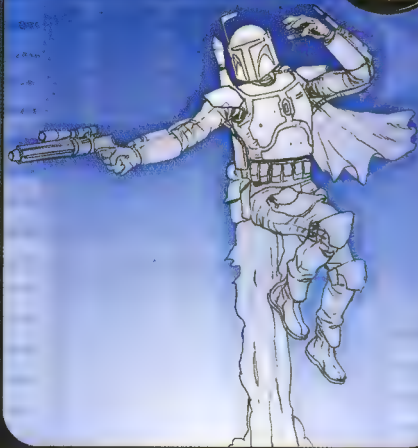
BESPIN GUARD**BESPIN GUARD****5****Hit Points****10****Defense****12****Attack****+3****Damage****10****Special Abilities**

Advantageous Cover (This character gets +8 Defense from cover instead of +4)

**STAR
WARS****STAR
WARS**

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**STAR
WARS**



Hit Points

110

Defense

20

Attack

+12

Damage

20

Special Abilities

Unique

Flight (This character ignores enemy characters, low obstacles, and pits when moving)

Accurate Shot (This character can attack an enemy with cover even if it's not the nearest enemy)

Bounty Hunter +4 (This character gets +4 Attack against Unique enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)



**STAR
WARS**



42/60



DENGAR



STAR
WARS



DENGAR

15

Hit Points

40

Defense

17

Attack

+8

Damage

20

Special Abilities

Unique

Bounty Hunter +4 (This character gets +4
Attack against Unique enemies)



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WARS



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DUROS MERCENARY



**STAR
WARS™**



DUROS MERCENARY

6

Hit Points

10

Defense

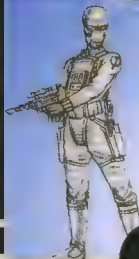
14

Attack

+6

Damage

10



**STAR
WARS™**



**STAR
WARS**



Hit Points

10

Defense

12

Attack

+1

Damage

10

Special Abilities

Melee Attack (This character can attack only adjacent enemies)

Swarm +1 (This character gets +1 Attack against a target for each other allied Ewok adjacent to that target)



**STAR
WARS**



45/60



STAR
WARS™



Hit Points

70

Defense

18

Attack

+8

Damage

20

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Bounty Hunter +4 (This character gets +4 Attack against Unique enemies)

Careful Shot +4 (On this character's turn, if it doesn't move, it gets +4 Attack)



STAR
WARS™

GAMORREAN GUARD



STAR
WARS™



GAMORREAN GUARD

9

Hit Points

30

Defense

12

Attack

+4

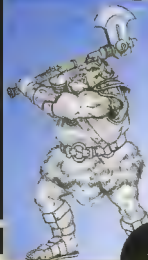
Damage

20

Special Abilities

Melee Attack (This character can attack only adjacent enemies)

Mighty Swing (On its turn, if this character doesn't move, it gets +10 Damage against adjacent enemies)

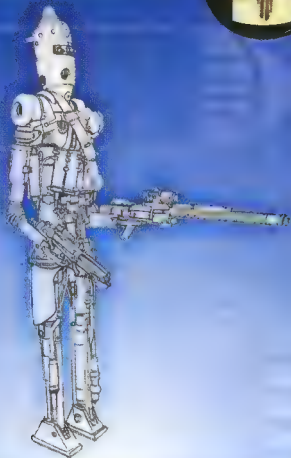


STAR
WARS™



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**STAR
WARS**



Hit Points

80

Defense

19

Attack

+11

Damage

20

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Bounty Hunter +4 (This character gets +4 Attack against Unique enemies)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)



**STAR
WARS**



STAR
WARS™



Hit Points

20

Defense

11

Attack

+4

Damage

10

Special Abilities

Cunning Attack (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

Melee Attack (This character can attack only adjacent enemies)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



STAR
WARS™



**STAR
WARS**



Hit Points

80

Defense

17

Attack

+7

Damage

10

Special Abilities

Unique

Speed 2 (Can move only 2 squares and attack, or 4 squares without attacking)

Fringe Reinforcements 30 (During setup, after seeing your opponent's squad, you can add up to 30 points of Fringe characters to your squad)

Melee Attack (This character can attack only adjacent enemies)

Commander Effect

Bounty Hunter followers get +2 Attack.



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JAWA


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JAWA

5

Hit Points

10

Defense

11

Attack

+4

Damage

10

Special Abilities

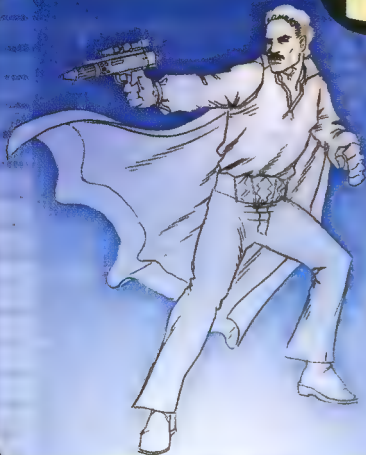
Ion Gun +20 (This character gets +20
Damage against Droid characters)


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LANDO CALRISSIAN



STAR
WARS



LANDO CALRISSIAN

16

Hit Points

50

Defense

16

Attack

+7

Damage

10

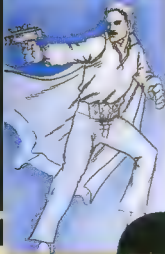
Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Commander Effect

Allied Bespin Guards get +2 Attack.



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**MON CALAMARI
MERCENARY**



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**MON CALAMARI
MERCENARY**

10

Hit Points

10

Defense

13

Attack

+7

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)



**STAR
WARS**

QUARREN ASSASSIN



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QUARREN ASSASSIN

12

Hit Points

30

Defense

13

Attack

+7

Damage

10

Special Abilities

Cunning Attack (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

Mobile Attack (This character can move both before and after attacking, up to a total of 6 squares)



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Hit Points

30

Defense

15

Attack

+6

Damage

10

Special Abilities

Unique

Bounty Hunter +4 (This character gets +4 Attack against Unique enemies)

Cunning Attack (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)



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Hit Points

40

Defense

17

Attack

+7

Damage

20

Special Abilities

Unique

Bounty Hunter +4 (This character gets +4 Attack against Unique enemies)

Double Claw Attack (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)



**STAR
WARS**

TUSKEN RAIDER



**STAR
WARS**



TUSKEN RAIDER

4

Hit Points

10

Defense

13

Attack

+5

Damage

10

Special Abilities

Melee Attack (This character can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)



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Hit Points

30

Defense

15

Attack

+4

Damage

10

Special Abilities

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Melee Attack (This character can attack only adjacent enemies)


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Hit Points

20

Defense

14

Attack

+5

Damage

10

Special Abilities

Cunning Attack (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)
Melee Attack (This character can attack only adjacent enemies)



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WARS**



Hit Points

50

Defense

16

Attack

+7

Damage

10

Special Abilities

Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Melee Attack (This character can attack only adjacent enemies)

Rend +20 (If both of its attacks hit the same adjacent enemy, this character's second attack gets +20 Damage)



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